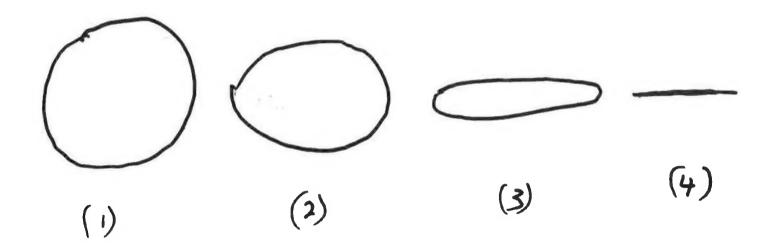
The Unseen World 2.5.01 Tramparancies 1. Medieval wood cut illustrating the Ridden mechanisms of de Universe J. The moon as seen by Galileo. 3. The figure of a bee - Francesco stablisti 4. Spermatozoon - Nicholaas Hartsocker, 1694 A bubble chamber _ Brookhoven 1964 6. He discording of the SZ- particle 1764. Lengular strudores 8 The singular limit of the Vibrating String. of The role of Mathematics in physics 10 Desarque's Therem (4639)
11. Binomial Expansions
12. Thooses in fastick physics. 13 FREATIBETA GREAT TROP 14. CASO The Somes and Roulity

SINGULAR STRUCTURES



THE SINGULAR LIMIT OF THE VIBRATING STRING

antinode

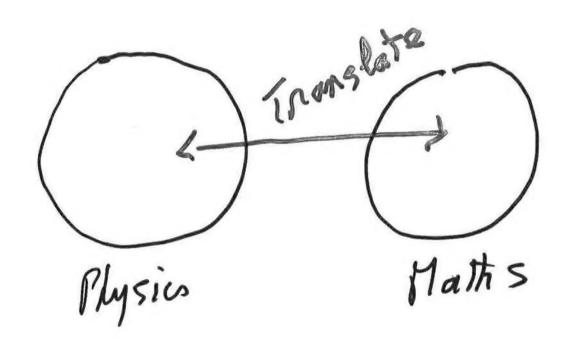
Finite C

Displacement

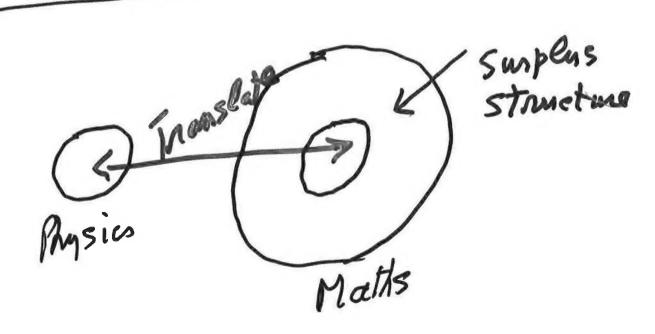
A A A T

Infinite C

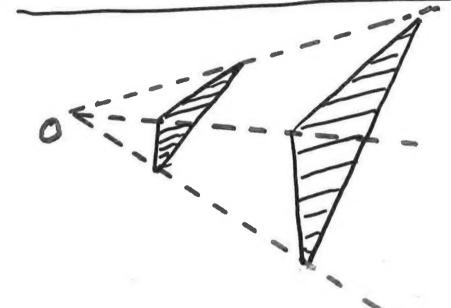
THE ROLE OF MATHEMATICS



SURPLUS STRUCTURE

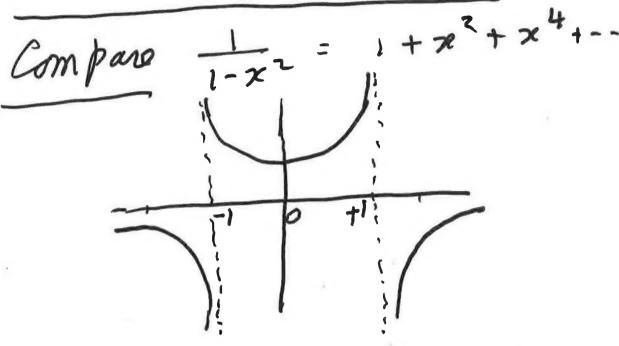


DESARGUE'S THEOREM



- another (dual) proporty

More precisely.
Two triangles which are in perspective with respect to a perspective are also in perspective with respective with respective with respect to a line.



Convergence fails for |x| > 1due to singular behaviour at $x=\pm 1$

and $\frac{1}{1+x^2} = 1-x^2+x^4-\cdots$

Convergence in this case fails for |x| > 1due to singular behaviour in the complet plane at $\pm \sqrt{-1}$.

Vol 3, 1996 steven Weinlang, Quantum Thany of Fields Ghosts in Particle Physics

15.6 Ghosts

25

Section 9.5, the determinant of any matrix $\mathscr{F}_{\alpha x,\beta y}$ may be expressed as a path integral

Det
$$\mathscr{F} \propto \int \left[\prod_{\alpha,x} d\omega_{\alpha}^{\bullet}(x) \right] \left[\prod_{\alpha,x} d\omega_{\alpha}(x) \right] \exp(iI_{GH}), \quad (15.6.1)$$

wher

$$I_{GH} \equiv \int d^4x \, d^4y \, \omega_{\alpha}^{\bullet}(x) \, \omega_{\beta}(y) \, \mathscr{F}_{\alpha x,\beta y} \,. \tag{15.6.2}$$

Here $\omega_{\alpha}^{\bullet}$ and ω_{α} are a set of independent anticommuting classical variables, and the constant of proportionality is field-independent. (We have to

THE SENSES AND REALITY

(14)

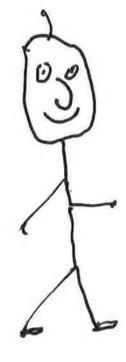
Either



REALITY

The Variet

ON



(—>) Senses REALITY